DB21672267

Musical Mystery

Scooby-Doo!™

Like, wow!
Push the button to play the Scooby-Doo song!

To order replacement batteries for your Musical Treasury, send a check or money order for $5.99 (U.S.) and your mailing address to Publications International, Ltd., P.O. Box 8093, Department B23, Wisconsin Rapids, Wisconsin 54495-8093. Two sets of three replacement batteries, plus a free screwdriver and replacement screw, will arrive within 4 to 6 weeks. This offer is good only for U.S. mailing addresses.

Instructions for Battery Replacement

A child should never use this product unless the battery compartment cover has been properly secured. Only an adult should replace batteries. Use a Phillips screwdriver to remove the screw. Open the battery compartment cover. Remove old batteries and dispose of immediately. Install new batteries with the plus (+) sign facing up. Close the cover and secure it with the screw. Do not mix old and new batteries. Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries. Do not recharge non-rechargeable batteries. Rechargeable batteries are to be removed from the sound module before being charged. Rechargeable batteries are only to be charged under adult supervision. If batteries are swallowed, in the USA, promptly see a doctor and have the doctor phone (202) 625-3333 collect. In other countries, have the doctor call your local poison control center. This product uses three AG-13 button cell batteries (3 x 1.5V = 4.5V). Use batteries of the same or equivalent type as recommended. The supply terminals are not to be short-circuited. Batteries should be changed when sounds mix, distort, or become otherwise unintelligible as batteries weaken. The electrostatic discharge may interfere with the sound module. If this occurs, please simply restart the sound module.

Conforms to the safety requirements of ASTM F963-03

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Theme song: SCOOBY-DOO, WHERE ARE YOU?
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Musical Mystery

SCOOBY-DOO!™

Written by Michael P. Fertig
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Scooby Dooby Doo, where are you?
We got some things to do now.
Scooby Dooby Doo, where are you?
We need some help from you now.

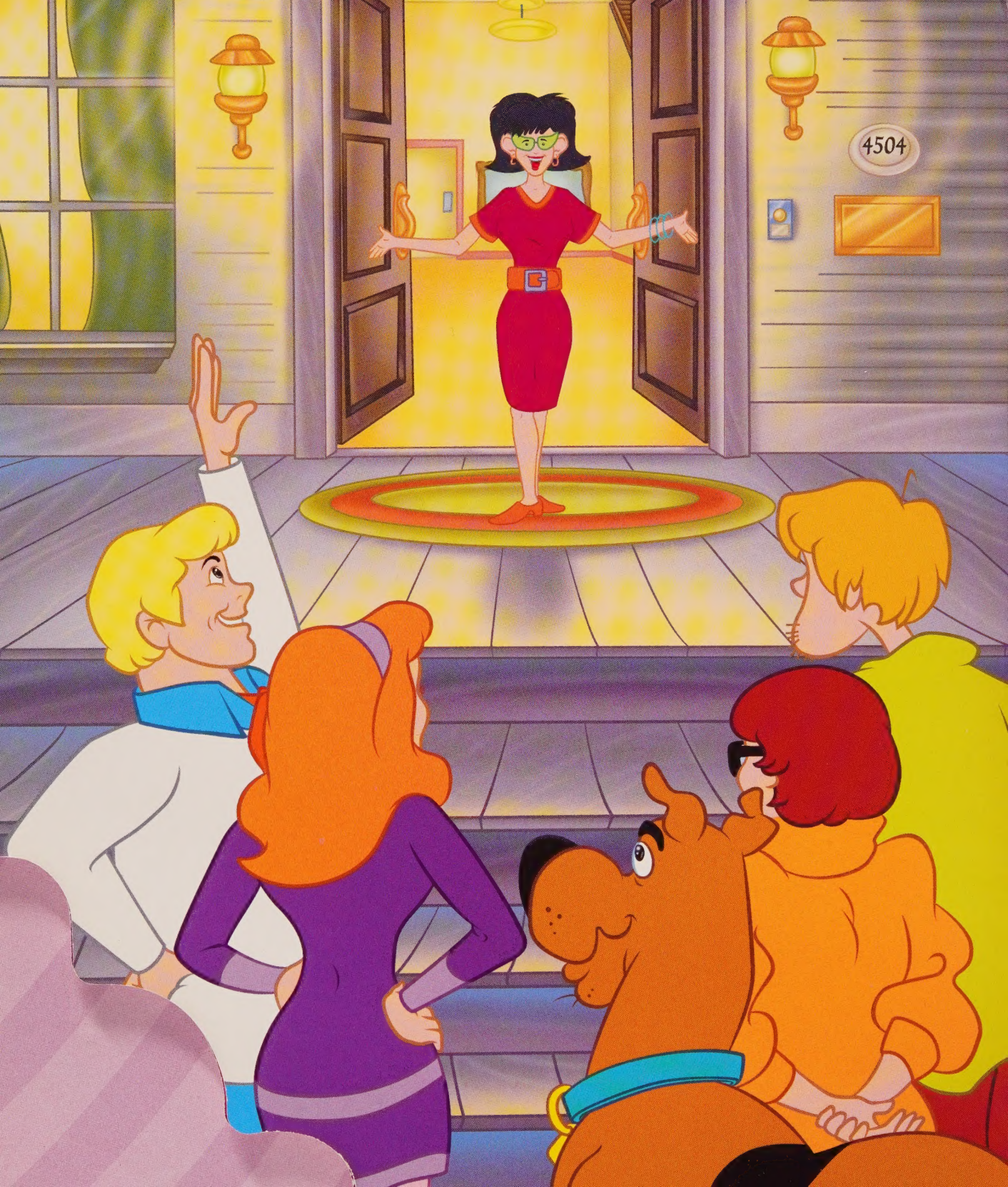
Scooby and Shaggy sat in the back of the Mystery Machine munching Scooby Snacks while they listened to their favorite radio station, WJJJ.

"Like, this station is great, Scoob," said Shaggy. "Maniac Mike Beecher plays the greatest songs."

"Rat's right, Raggy!" agreed Scooby.

Maniac Mike was the evening disc jockey on WJJJ radio. He was the reason that Scooby and the gang were on their way to the station right now. Strange noises had been haunting his radio program for some time.

THE MYSTERY MACHINE
WJJJ
RADIO STATION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The gang pulled up to the station, which was housed in a spooky old mansion. They were met by a young woman with unusually large ears.

"Hi there," said the woman. "I'm J.J. Jasper. I own WJJJ radio. Please, come on in, and thanks for coming!"

"Thanks for calling us," said Fred as he introduced everyone else. "We're big fans of your radio station, so we're all very excited to look around the place."

"Well, you'll get to see it all," said J.J. "Whatever you think will help you get to the bottom of these scary noises."

J.J. led the gang inside the station. They could hear the voice of Maniac Mike coming through speakers that were installed throughout the mansion. He had just finished introducing a new song.

"Like, oh my gosh! Look, Scoob!" yelled Shaggy with excitement. "It's him. It's Maniac Mike!"

"Reah, Raggy," said Scoob. "Re rooks reird."

"He sure does look weird," said Shaggy. "I thought for sure that he'd have red hair and a mustache."

J.J. and the gang laughed at Scooby and Shaggy.

"No one ever looks like they sound on the air," said J.J. "That's one of the great things about radio."

With that, J.J. led the gang into her office and began to explain what was going on.

"Every day when Mike leaves the radio booth to get his dinner," she told them, "strange and scary sounds come out over the air. He takes his break at different times and locks the door, but the noises still come."

J.J. had a big office covered with portraits of many old family members. They all had the same big ears. J.J. explained to them that the radio station had been in her family for years.

"My great-uncle Jacob Johnson Jasper loved music, and wanted his own radio station," she said. "He started WJJJ, but the only place he could afford to run it from was this old broken-down mansion. It's pretty outdated, but my uncle and his friends did a lot of work to fix it up. They put in all sorts of contraptions and whatnot. It really is quite fantastic."

"I see that you had a rather large family," said Daphne as she flipped through a photo album. "Were they all involved in the radio station?"

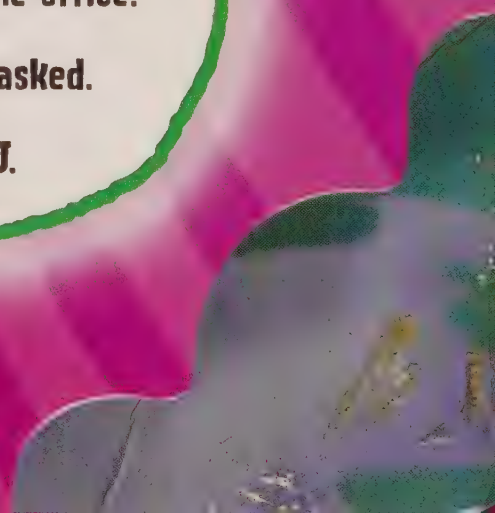
"Most of them were, yes," said J.J. "Even my little cousins got involved at a young age. But my uncle decided to leave the station to me. He knew I loved it and thought that I would do a great job running it."

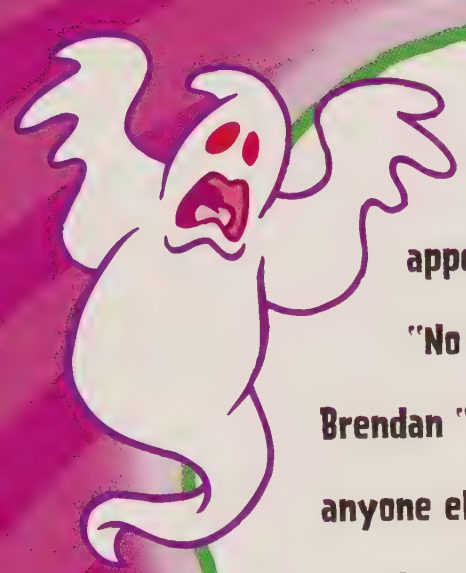
"Was your family jealous?" asked Daphne.

"Yes, some were," J.J. said. "A lot of them thought I was too young to take over the station on my own. But since I brought in Maniac Mike, the station has been doing great."

Fred got to his feet and walked around the office. "When did these noises begin happening?" he asked.

"Right around when Mike started," said J.J.





"Whoops, 'scuse me, folks," said the man who had appeared in the doorway. "Didn't mean to bother you."

"No bother, Sweep," said J.J. "Everyone, I'd like you meet Brendan "Sweep" Riley. He's been with the station longer than anyone else." She explained to him why the gang was there.

"Nice to meet you, Sweep," said Velma. "We wonder if you might know anything about these strange sounds that have been happening."

"I'm afraid I don't, miss," said Sweep. "I do know that they sound like a ghost or goblin or some such scary monster. Not sure I want to know what it is, to tell you the truth. In fact, I'm not sure I'd wanna go snoopin' if I was you, either."

The gang glanced at one another. They decided that it was time they looked around the station.

The gang left J.J. alone so she could get some work done. They decided that their best bet might be to split up.

"Velma, Daphne, and I will go this way," said Fred. "Scooby and Shaggy, you head that way and see what you can find."

Scooby looked down the hallway and saw that it stretched on and on. Not only that, but it was also very dark.

"Like, why is it that we always have to follow the scary hallway?" asked Shaggy. "Maybe Scoob and I should check out the kitchen instead. We're starving! Right, Scoob?"

"Right, Raggy!" said Scooby. "Re're rungry! And rared, too!"

Hungry and scared or not, Scooby and Shaggy began to walk down the long, dark hallway.

"I don't know, Scoob," said Shaggy. "This place really give me the creeps. Plus, that guy with the broom sure didn't seem like he wanted us walking around the place for some reason. And to make matters worse, I'm starving, Scoob!"

Before Scooby could open his mouth to agree, a loud noise scared the two of them and sent them running down the hall. Scooby jumped into what looked to be an empty cabinet. He called for Shaggy to follow.

"Like, wh-what was that, Scoob?" trembled Shaggy.

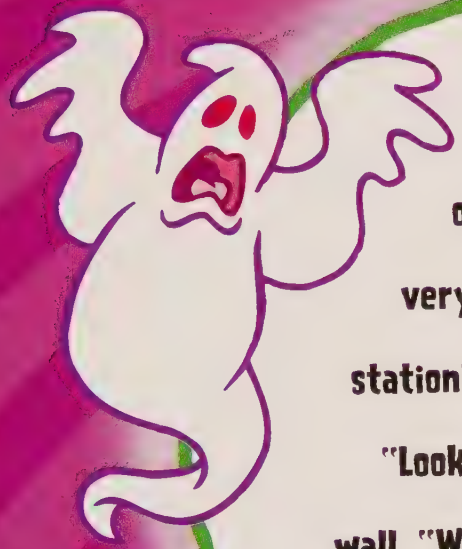
But again before Scooby could answer, the cabinet they were in began to move.

"Ruh-roh, Raggy!" said Scooby.

"Zoinks!" shouted Shaggy. "We're moving, Scoob! I knew this was a bad idea!"

The pair fell out of the cabinet, which turned out to be an old-fashioned dumbwaiter, and onto the floor of the mansion's basement. They nearly fell right into a — well, neither of them was really sure what it was.

Neither Scooby nor Shaggy had ever seen a contraption filled with so many tubes, cranks, horns, chains, pullies, levers, pipes, speakers, and whatever else was attached to that crazy thing. They couldn't do anything but stare.



While Scooby and Shaggy tried to figure out what they were looking at, Daphne made a very interesting discovery upstairs in the radio station's employee kitchen.

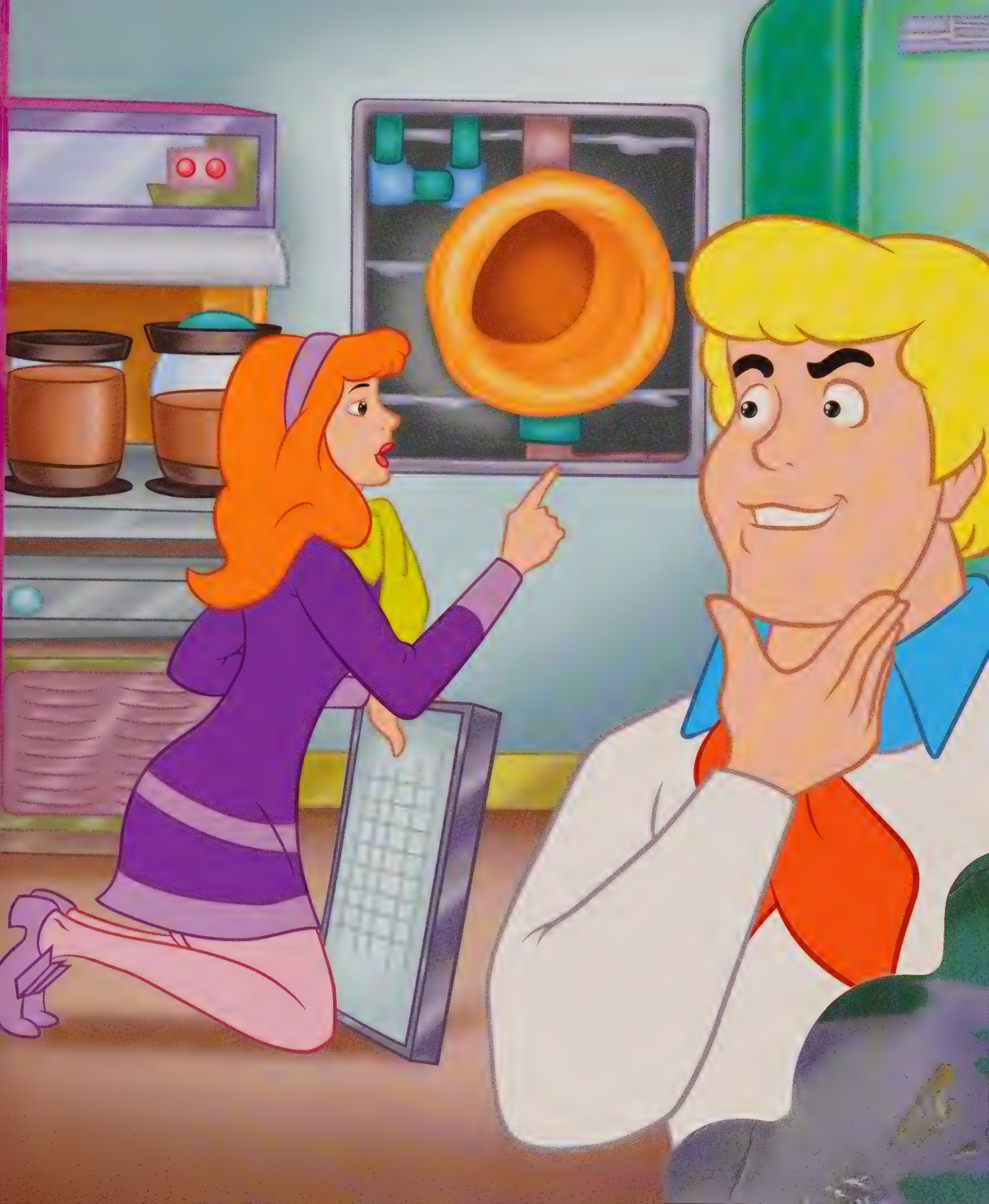
"Look, Fred," said Daphne as she pulled a grate from the wall. "What do you think this is?"

Fred looked perplexed as he rubbed his chin.

"I don't know what to make of that, Daphne," said Fred. "It looks like some sort of horn or something. Maybe once we talk to the others, they'll have some clues that will help us make sense of all this."

"Well, it looks like this big part is connected to a tube that runs all the way down the inside of the wall," said Daphne. "I wonder where it goes."

"Hmmm," said Fred. "I wonder, too."



Meanwhile, back in the basement, Scooby and Shaggy were trying to figure out what the giant contraption they found could be used for.

"It looks like we're in a kitchen down here, Scoob," said Shaggy. "What would something like this be doing in the middle of an old kitchen?"

"Raybe rit's ror rood," said Scooby.

"Right, Scoob!" said Shaggy. "I bet it's a sandwich maker! And what perfect timing—I'm starving!"

Just then they heard a voice. It was Sweep. "Hey, what are you meddling kids up to over there?" he asked. "That's not a sandwich maker. It's called a Herf—"

But before he could finish, Scooby and Shaggy took off. They were afraid of Sweep. Plus, if that thing didn't make sandwiches, they didn't care what it was.

Velma left the kitchen and stopped by the DJ booth to ask Maniac Mike a few questions.

"Do you think that someone at the station might want J.J. to go out of business?" she asked. "Or maybe a family member?"

"Well, it's possible," said Mike. "But I can't say for sure."

"Can you tell me exactly what happens when these sounds come out over the airwaves?" asked Velma.

"Well, it always happens when I leave the booth," began Mike. "I lock the door behind me and go straight to the kitchen, where I put together my dinner. I always have the same thing: turkey-and-graham-cracker sandwiches with tuna. I stand next to the fridge and fix 'em up. That's usually when I hear the noises over the speakers. It's really quite scary."

Velma examined the DJ booth as she listened. A smile crept across her face as she thanked Mike and ran off to find the others.

ON
OFF
AIR
J J J
Station

Velma found the others gathered in a hallway. Scooby and Shaggy were telling Fred and Daphne about what they had seen. Velma, having run into the two of them just before talking to Maniac Mike, already knew about the big contraption in the basement.

"Hey everyone," she yelled as she ran toward them. "I think I might be onto something. Maybe we should go down to the basement to take a look at that machine Scooby and Shaggy found."

"That's a good idea," said Shaggy. "Maybe we can still figure out how to get it to make sandwiches."

"I don't think it makes sandwiches, Shaggy," said Velma to a disappointed Scooby and Shaggy. "But I do think that it might have something else to do with things in the kitchen."

"You can say that again," said Shaggy. "After all, Scoob and I haven't eaten since we got here. We're starving! Right, Scoob?"

"Rat's right, Raggy," agreed Scooby as the gang reached the basement. They all gathered around the Herfachat.

As soon as they had positioned themselves around the giant contraption, they heard ghoulish sounds being broadcast over the air. They could hear this over the speakers in the basement of the mansion.

"Oh no," cried J.J. "It's happening again! But Mike is in the booth this time. He was just talking!"

Sure enough, the gang could hear what was clearly a frightened Maniac Mike.

"Wha-what is that?" Mike was saying. "Where are you? Who's there? What's happening here!?"

"Like, my stomach was growling a second ago," said Shaggy. "But I'm suddenly not quite as hungry!"

"Re reither, Raggy," agreed Scooby. "Rat rus rary!"

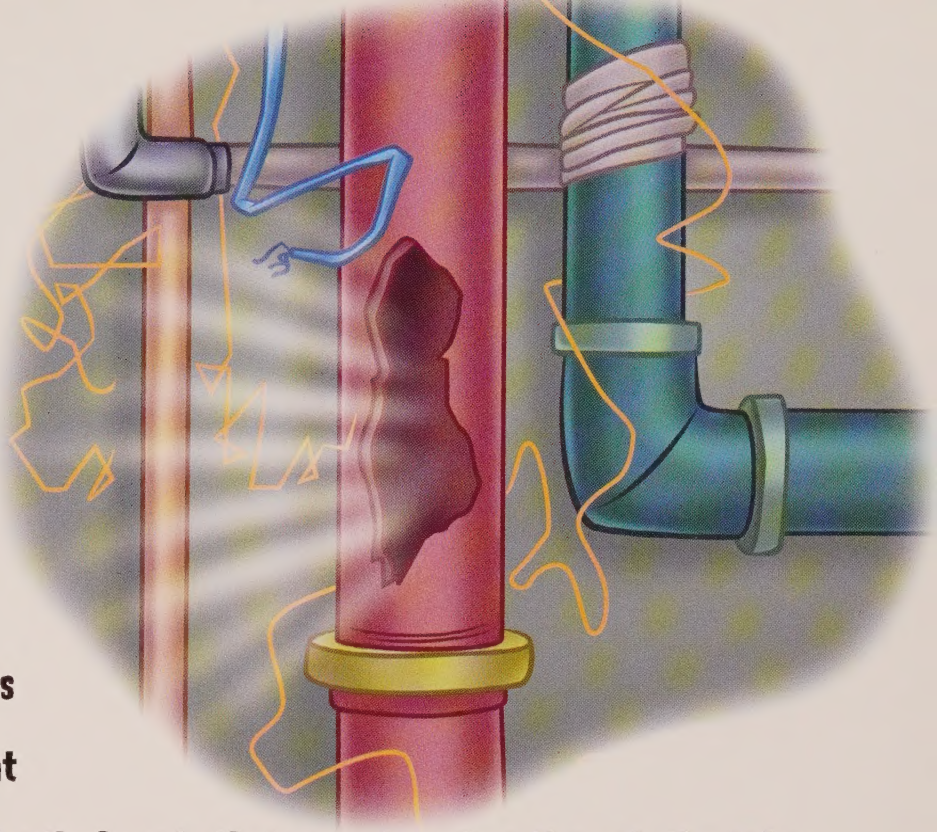
"Actually, Scooby," said Velma with a slight grin widening across her face, "that wasn't that scary at all."

"What do you mean, Velma?" asked Fred. Everyone looked to see what Velma was talking about. Since they were all frightened by what they had just heard, they wondered why Velma wasn't scared, too.

"Well, I think I've gotten to the bottom of what's been going on around here," Velma began to explain. "You see, this Herfachat has tubes that run throughout the mansion. It was used to talk from one room to another. Sounds can travel through it to all the rooms in the house, including Maniac Mike's DJ booth."

The gang looked at Velma. They were still confused.

"No one was trying to scare anybody," explained Velma. "What was happening was that every time that Mike went into the kitchen to make his turkey-and-graham-cracker sandwiches with tuna, he would stand right in front of the grate in the kitchen — the one where Fred and Daphne found the big tube."



"That tube is connected right to the Herfachat," continued Velma. "And it wasn't until just now that I realized what was happening. See, there's a hole in the tube that runs through the DJ booth. Sounds that were traveling through the tubes would come out through that hole. And every time Mike stood in front of that tube in the kitchen, he was hungry! So were Scooby and Shaggy when they were standing in front of the Herfachat while their stomachs were growling. Those noises just now weren't ghosts. They were just the sounds of two hungry stomachs!"

"I see!" said J.J., finally understanding. "So *that's* why the noises happened only when Mike left the booth. They happened when he was hungry and in the kitchen."

After Velma's explanation, everyone felt much better. They were happy to know that they weren't in a mansion with ghosts and ghouls. Maniac Mike was so happy, he gave his turkey-and-graham-cracker sandwiches with tuna to Scooby and Shaggy.

"Well gang, nice work," said Fred. "Let's turn on the radio for the drive home."

Maniac Mike's voice came over the air. "Here's a song for the gang that just solved WJJJ's biggest mystery since trying to understand why I eat turkey-and-graham-cracker sandwiches with tuna. Thanks to Scooby, Shaggy, and the whole gang!"

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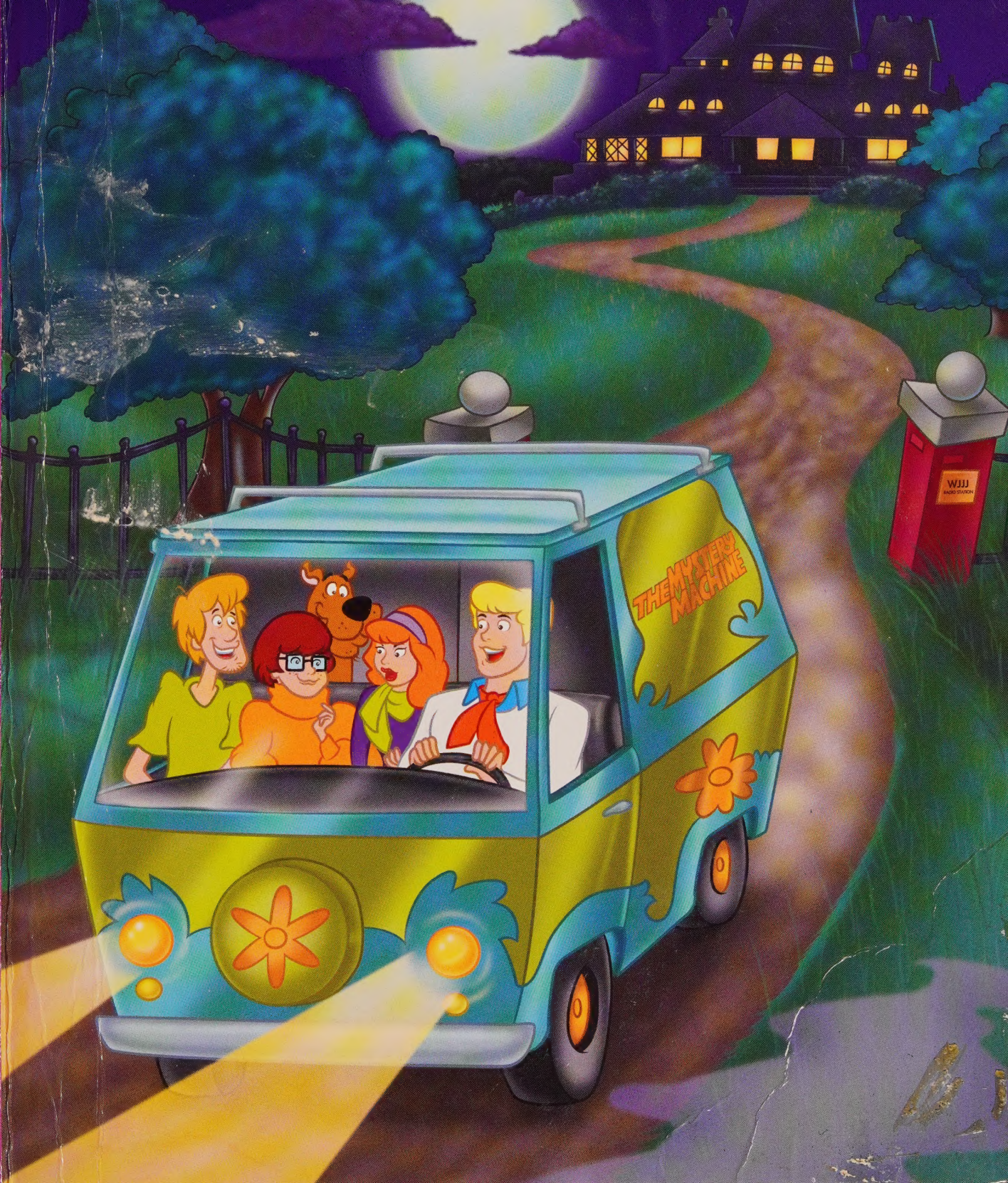
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WJJJ
RADIO STATION

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